

ANTI

EQUIPMENT

- | | |
|---|--|
| 1 Instruction Sheet | 3 Cards with Chips—each side of different color (1 blue, 1 red, 1 green 1 yellow, 1 white and 1 black) |
| 2 Dice | 3 Packages of Money—1 package \$50 dollars, 1 package \$100 dollars and 1 package \$500 dollars |
| 11 Social Credit Loan Notes | |
| 36 Post Cards | |
| 6 Markers (1 blue, 1 red, 1 green, 1 yellow, 1 white and 1 black) | |

INTRODUCTION

BASIC IDEA OF THE GAME

The basic idea of the game is to end the monopolistic practices of the three-company combinations on the board. This is also called trustbusting and the players are called trustbusters. The winning trustbuster is the player who has the highest score in terms of social credit points and budget dollars at the end of the game. Social credit points are earned in various ways for trustbusting and budget money is received and paid out in various ways during the game.

HOW ANTI-TRUST ACTIONS ARE TAKEN IN THE GAME

Players bring antitrust indictments against the company on which they land. This is done by covering circles on company spaces with indictment chips bought from the budget director.

The companies are grouped in sets of three, called combinations. Each separate combination is identified on the board by its own color.

There are also different kinds of combinations. "Oligopoly" combinations are made up of companies marked with one indictment circle:  "Trust" combinations are made up of companies

marked with two indictment circles:  "Monopoly" combinations are made up of companies

marked with three indictment circles: 

When all indictment circles on a combination have been covered with indictment chips, the monopolistic practices of the combination have been ended.

AN OUTLINE OF THE BASIC STEPS IN ALL VERSIONS OF THE GAME

The first step in the game is to land on a company space (for example Alum Co.) and thereby gain the right to bring one indictment against this company. This is done by covering a circle on the company space with an indictment chip of the player's color bought from the Budget Director.

The second step is to have a combination (for example, all three aluminum companies) awarded to the player as an **Assigned Case**. This means that only that player can proceed to bust the trust of the aluminum companies. To get an Assigned Case, the player must bring **one** additional indictment against **one** of the other two companies of the combination. He must do this before any other player gets the Case first by bringing **one** indictment against any two of the three companies involved.

The third step is to bring the Assigned Case to successful conclusion by bringing all possible indictments against this combination. When this is done, the monopolistic practices of the combination are ended and the successful trustbuster is awarded money and more social credit points.

The game ends when a player runs out of money and has no more possibility of borrowing money. If no player runs out of money, it ends when all possible indictments have been brought. For shorter games, just set a time limit, for example two hours.

VERSIONS OF THE GAME

Anti can be played in three different versions: BASIC GAME, TIGHT BUDGET GAME and TRADING GAME. To help you decide which game to play, see the "Comments on the Versions of the Game."

INSTRUCTIONS

PLAYING THE BASIC GAME OR THE TIGHT BUDGET GAME

1. Select one player as Budget Director to handle the general budget, which consists of all the undistributed play money. The Budget Director manages all money transactions between the general budget and the players.
2. In the BASIC GAME, the Director issues a personal budget of \$1,500 (one \$500, seven \$100 and six \$50) to each player. In the TIGHT BUDGET GAME, the Director issues \$1,000 to each player (one \$500, three \$100 and four \$50).
3. Each trustbuster rolls the dice once to determine who plays first. The player rolling the highest number is first and chooses the color for his marker and indictment chips. Play proceeds clockwise, each player choosing his color in turn. Players take extra turns each time they roll doubles after the play has started.
4. When trustbusters land on a company space, they may bring one \$100 indictment against it, though they do not have to. They do this by buying a \$100 indictment chip of their own color from

the Budget Director and placing it on an open circle on the company space on which they have landed. Only one indictment chip may be purchased per roll of the dice aside from a situation which sometimes arises when a player is assigned a case (see below).

5. When trustbusters have brought at least one \$100 indictment against any two of the three companies of a combination, the case against that combination becomes their **Assigned Case**. (For example, one indictment brought against Fort Auto and one indictment against Crystal Auto gives the case against the Automobile Combination to one player as Assigned Case; one indictment against Silver Food and one indictment against Meadow Food makes the Food Combination into an Assigned Case; and one indictment against ITD I and one against ITD II makes the ITD Combination into an Assigned Case.) At this point, the winner of the Assigned Case "bumps" other trustbusters who have previously brought indictments against this combination: "**Bumping**" means that indictments previously brought by other trustbusters are removed from the board and returned to the Budget Director. For each indictment so surrendered, the Budget Director will pay the unlucky players \$50 per chip returned.
The winners of Assigned Cases may replace the returned indictment chips with chips of their own color, paying for them as usual. Only these winners can bring indictments against these Assigned Cases from here on.
6. **Stand-Off**: If it is impossible to assign a case to one trustbuster because no player succeeds in bringing one indictment against more than one company in a combination, a **Stand-Off** situation arises. In this case, dice are rolled by all the players who have indictments against such a combination to see who gets the Assigned Case. (Such a situation arises usually when the indictment chips are equally divided among the players. Examples are if three players occupy the three company circles of an oligopoly combination, or if three players occupy the two circles respectively of a trust.) After the case is assigned in this manner, placement and replacement of indictment chips then proceeds as it does when a case is assigned under Rule No. 5 above.
7. Trustbusters who land on a company of a combination which has been assigned to other trustbusters, must pay a fine to the Budget Director because they have wasted money on a case already being handled by someone else. (For amount of fines, see page 5.)
8. A combination is trustbusted when all the indictment circles of the combination are covered with indictment chips which indicates that the monopolistic practices of the combination have been ended by court action.
9. When trustbusters win cases against a combination, they are rewarded with a money bonus from the Budget Director. (For amounts, see page 5.) This bonus can be collected only once on any one combination by any one player.
10. A trustbuster who lands on a combination which has been trustbusted (all circles covered) by someone else must make a payment to the successful trustbuster to enable him or her to continue supervision of the reformed companies. (For amount of payments, see page 5.) No fines are paid on trustbusted combinations.
11. Players also earn social credit points for different levels of success in their trustbusting activities. (For amounts of social credit points, see page 5.)
12. When players run out of money and already have a case assigned to them or won by them, they may obtain a social credit loan from the Budget Director on the basis of earned or earnable social credits. (For amounts they can borrow, see page 5.) The Budget Director loans the borrowing players the money and issues them a social credit loan note for the amount of the advance. At the end of the game, the value of these notes is deducted from the players' social credit score. Only one loan is allowed per combination.
13. The game board also contains spaces with specific directions and a Mail Box. Players who land on the Mail Box take a communication from it which tells them certain things.

14. **Court:** Players who land on Court, roll the dice on their next turn as usual. If they do not roll doubles, they move on as usual. If they roll doubles, they have been found in contempt of court because of duplicity and must pay a fine of \$50 to the Budget Director and must stay in Court to hear the judge's verdict until their next turn. They then move on as usual the next time around.
15. Social credit points earned need to be tallied only at the end of the game.
16. **Scoring:** When the game ends, scores are added up to pick the winner. The score is counted by adding the dollars held by the players in their own budget to the **net** social credit points earned by them. **Net** social credit points are social credit points earned minus the amount of money borrowed from the Budget Director. For example, suppose a player has covered two indictment circles on **every** company of the ITD monopoly. Then, he or she has earned 1000 social credit points. Suppose, however, the player has also borrowed \$700 against this monopoly. Then, the player's net social credit points are 300. Note, net social credit points can be a negative figure to be subtracted from the player's total score. The bankrupt player pays off as much as possible at end of game and other players can score only the money actually received.

PLAYING THE TRADING GAME

This game is played just like the BASIC GAME or the TIGHT BUDGET GAME except for the following special rules:

1. Trustbusters may at any time interchange indictment assignments. For example, suppose Trustbuster White has an indictment against Fort Auto and Trustbuster Black has an indictment against ITD III. They could then interchange so that Trustbuster White ends up with a new indictment against ITD III and Trustbuster Black with an indictment against Fort Auto.
2. Any rate of interchange mutually agreeable is allowed. Suppose, for example, Trustbuster White has brought an indictment against General Auto and one indictment against Egson Oil while Trustbuster Black has one indictment against ITD I. They could then interchange so that Trustbuster White ends up with a new indictment against ITD I while Trustbuster Black ends up with one indictment against General Auto and one indictment against Egson Oil.
3. In case of Stand-Off (see Rule 6), the impasse cannot be resolved by dice rolling. Instead, it can be resolved only by interchanges.
4. If an interchange leads to a reassignment of a combination which has already been trustbusted, the trustbuster to which the combination is reassigned does not earn a new trustbusting bonus.
5. If an interchange involves a reassignment of an Assigned Case upon which a trustbuster has already borrowed, the Social Credit Loan Note is transferred together with the Assigned Case to the trustbuster who gains the Assigned Case.

COMMENTS ON THE VERSIONS OF THE GAME

Basic Game: This game leaves progress of the game largely to chance.

Tight Budget Game: The reduced amount of money available to the trustbusters encourages them to economize on their budgets. Thus, they must pay more attention to the advisability of buying indictment chips when landing on company spaces.

Trading Game: This game permits trustbusters to interchange indictments to advance their trustbusting efforts. (This is analogous to case or work assignment interchanges in the real world). It allows for more interactions of an exchange nature between trustbusters and encourages players to try out different game strategies. It can lead to coalitions of players against each other and therefore is not recommended for those who dislike group rivalries in a game.

SOCIAL CREDITS EARNED FOR EACH TYPE OF COMBINATION

-  **Oligopoly:** (a) If the indictment circle of every company in a combination is occupied by one trustbuster, the player earns social credits of 450 points.
-  **Trust:** (a) If one indictment circle of each company in a combination is occupied by one trustbuster, the player earns social credits of 450 points.
 (b) If both indictment circles of each company in a combination are occupied by one trustbuster, the player earns social credits of 1,000 points.
-  **Monopoly:** (a) If one indictment circle of each company in a combination is occupied by one trustbuster, the player earns social credits of 450 points.
 (b) If two indictment circles of each company in a combination are occupied by one trustbuster, the player earns social credits of 1,000 points.
 (c) If all three indictment circles of each company in a combination are occupied by one trustbuster, the player earns social credits of 1,750 points.

THE FOUR TYPES OF MONETARY TRANSACTIONS

Fines paid to Budget Director when landing on someone else's Assigned Case.	Oligopoly: \$ 50 Trust: \$100 Monopoly: \$150	Amounts borrowed by broke player from Budget Director.	Oligopoly: \$350 Trust: \$500 Monopoly: \$700
Trustbusting Bonus paid by Budget Director to successful trustbuster.	Oligopoly: \$300 Trust: \$600 Monopoly: \$900	Supervisory Payments paid to successful trustbuster by players when landing on someone else's trustbusted case.	Oligopoly: \$150 Trust: \$250 Monopoly: \$400

EXPLANATION OF TERMS IN ALPHABETICAL ORDER

Assigned Case: A combination which has been assigned exclusively to one player for antitrust action. This player alone has the right to place more indictment chips on the companies of this combination and, therefore, this player alone can bust the trust and earn the appropriate social credits. Assignment occurs when a player has covered at least one circle on any two of the companies of a combination. When a combination has been trustbusted, it is still an Assigned Case.

Borrowing: When a player, who already has an Assigned Case, has run out of money, he borrows money from the Budget Director on the strength of the social credits which can be earned on such assigned cases. The Budget Director gives the borrower an appropriate Social Credit Loan Note together with the money. Only one loan can be made on each combination.

Bumping: Forcing players to return indictment chips brought against a combination to the Budget Director after the combination has been assigned to another player (see Rule 5).

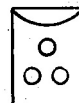
Combination: Three companies on the board with the same color scheme which make up either a Monopoly, Trust or Oligopoly set and which engage in monopolistic practices.

Competition: Price-cutting and product-improving rivalry among many businesses which are either already operating in the market or can enter a market freely. Such competition brings about fair prices for consumers and fair profits for business. When a trust is busted, fair prices and profits are reestablished either through reinstitution of competition or through government regulation.

Fines: Fines are paid by a player who lands on a company space which belongs to an assigned case of another player. They are paid to the Budget Director as penalty for wasting the resources of the Antitrust Division. Fines are not paid on trustbusted combinations.

Indictment: A formal charge of monopolistic practice brought against a company by trustbusters by placing indictment chips of the player's own color on the circle of the company. Indictment chips are obtained from the Budget Director for \$100.

Monopoly: Three companies which operate like one company. A Monopoly company is designated on the board with three circles. When a Monopoly is trustbusted, the enterprise becomes a publicly-regulated utility or enterprise which is prohibited from carrying out monopolistic practices.



Net Social Credit: The amount of social credit points left after social credit loan notes are subtracted from social credit points earned. For example, if a player has earned 1,000 social credit points but has borrowed \$700 on it, the player's net social credit score is 300 points. After subtracting borrowed amounts from social credits earned, it is possible to have negative scores.

Oligopoly: Three companies which control the bulk of sales in an industry which allows them to carry out monopolistic practices. An Oligopoly company is designated on the board with one circle. When a case against an Oligopoly is won, the three companies are prohibited under court order from conspiring to carry out monopolistic practices. Note that the companies of an Oligopoly are not always next to each other on the board.



Social Credit Loan Note: A card which indicates the amount of money borrowed.

Stand-Off: The situation which arises under rule number 6 when no player can win an Assigned Case the usual way.

Supervisory Payment: A payment made to a successful trustbuster by the player who lands on a company of a combination which has been trustbusted by someone else. It is made to allow the successful trustbuster to continue supervision of the trustbusted combination. Supervisory payments replace fines.

Trust: Three companies which set up a governing board to organize monopolistic practices. A Trust company is designated on the board with two circles. When a case against a Trust is won, the governing board is dissolved.



Trustbusting: Forcing a combination to end its monopolistic practices by successfully completing an Assigned Case. This is accomplished by covering all indictment circles of all companies of a combination with the indictment chips of the color of the trustbuster.

Now that you have been introduced to the world of monopoly-breaking, you're ready for Professor Anspach's exciting new game, CHOICE.

In CHOICE, players buy, sell and trade spiritedly either as competitors, following competition rules, or as monopolists, following monopolism rules. You don't play according to **the** rules, but according to two sets of easily-learned rules. Still, it's a fair game because win chances have been made mathematically equal by computer. This has never been done before in any game. As one player said: "CHOICE is to Monopoly- or EASY MONEY-type games as the computer is to the abacus." And while you play, you also learn how monopolism hurts us all and how competition benefits us. At last, a business game with the right values. TRY IT!